

FIG. 1 is a block diagram of a system 10 for a conference call. The system 10 includes a speaker console 11, a moderator console 15, a participant console 14, a voice server 16, a stream server 12, a slide server 13, a wide area network 17, and a telephone network 18. The speaker console 11 includes a microphone 11-1, a display 11-2, a camera 11-3, and a video screen 11-4. The moderator console 15 includes a display 15-1 and a video screen 15-2. The participant console 14 includes a display 14-1 and a video screen 14-2. The voice server 16 is connected to the telephone network 18. The stream server 12 includes a cache 12-1. The slide server 13 is connected to the wide area network 17. The wide area network 17 is connected to the voice server 16, the stream server 12, and the slide server 13. The telephone network 18 is connected to the voice server 16. The speaker console 11 is connected to the moderator console 15, the participant console 14, the voice server 16, the stream server 12, and the slide server 13. The moderator console 15 is connected to the voice server 16, the stream server 12, and the slide server 13. The participant console 14 is connected to the voice server 16, the stream server 12, and the slide server 13.

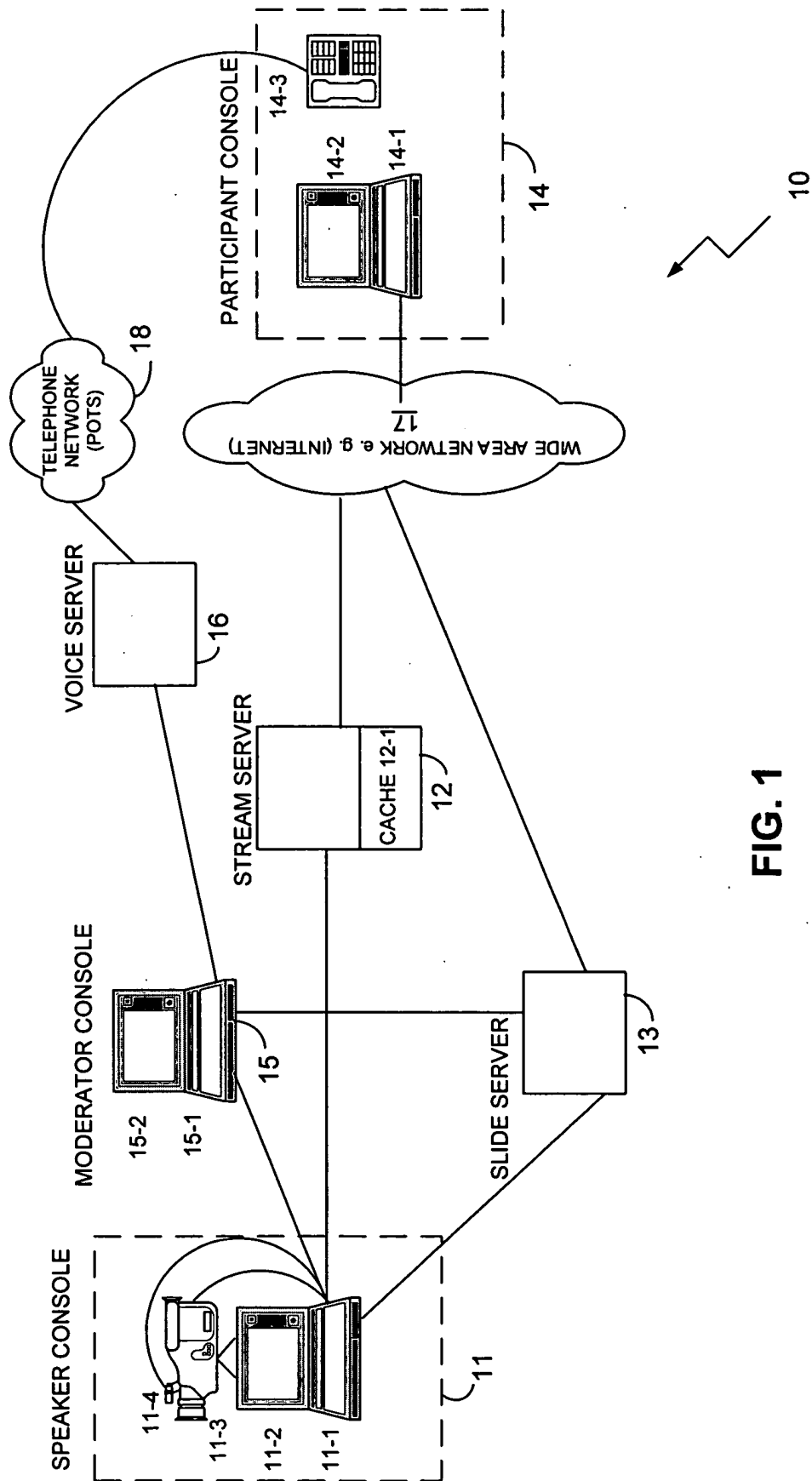


FIG. 1

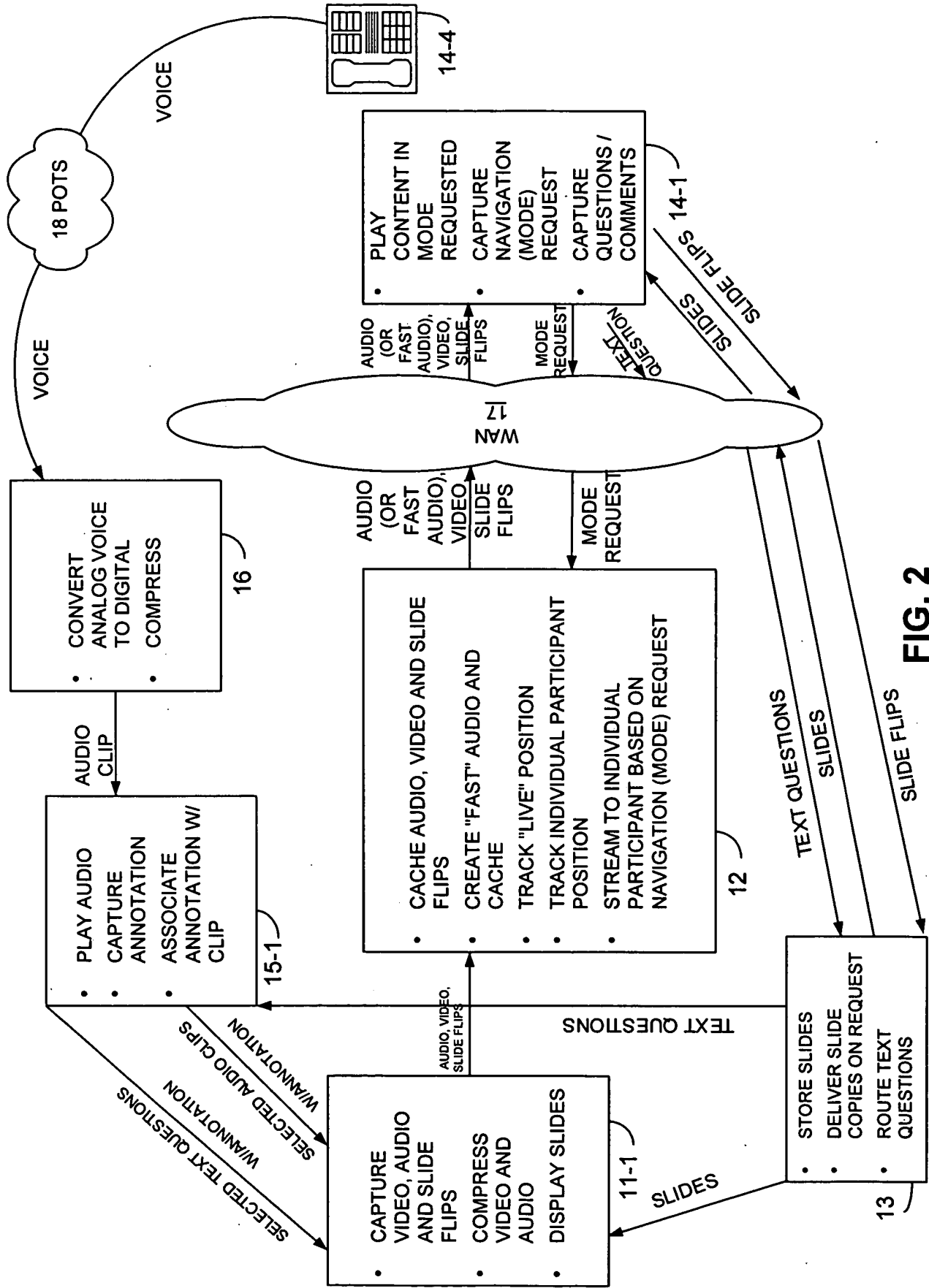
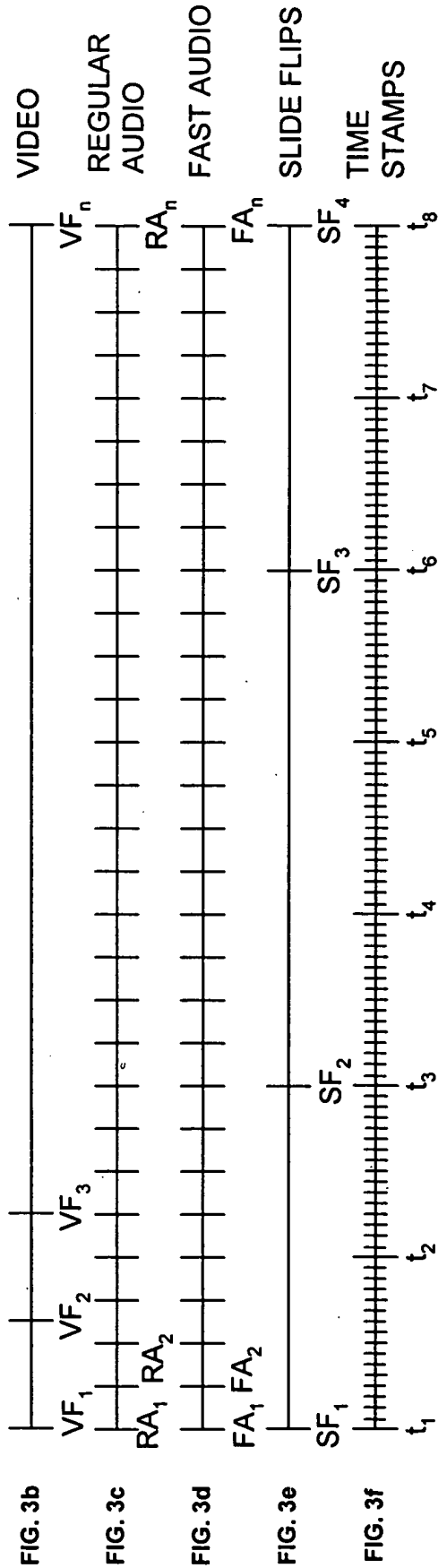


FIG. 2

FIG. 3a

MODE	DATA STREAMS	CONTENT DELIVERY SPEED	TIME STAMP OF DATA PLAYED
LIVE	VIDEO, REGULAR AUDIO, SLIDE FLIPS	NORMAL	REAL TIME (TIME OF LATEST DATA CAPTURE + NETWORK LATENCY)
REWIND	VIDEO, SLIDE FLIPS (SF _{n-1})	FAST (REVERSE TIME STAMP ORDER)	DEPENDENT ON USER REQUEST
PLAY	VIDEO, REGULAR AUDIO, SLIDE FLIPS	NORMAL	DEPENDENT ON USER REQUEST
CATCH-UP	VIDEO, FAST AUDIO, SLIDE FLIPS	FAST	BEGIN: DEPENDENT ON USER REQ. & ut < rt END: WHEN ut = rt
PAUSE	—	—	—



USER OBJECTS

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FIG. 4

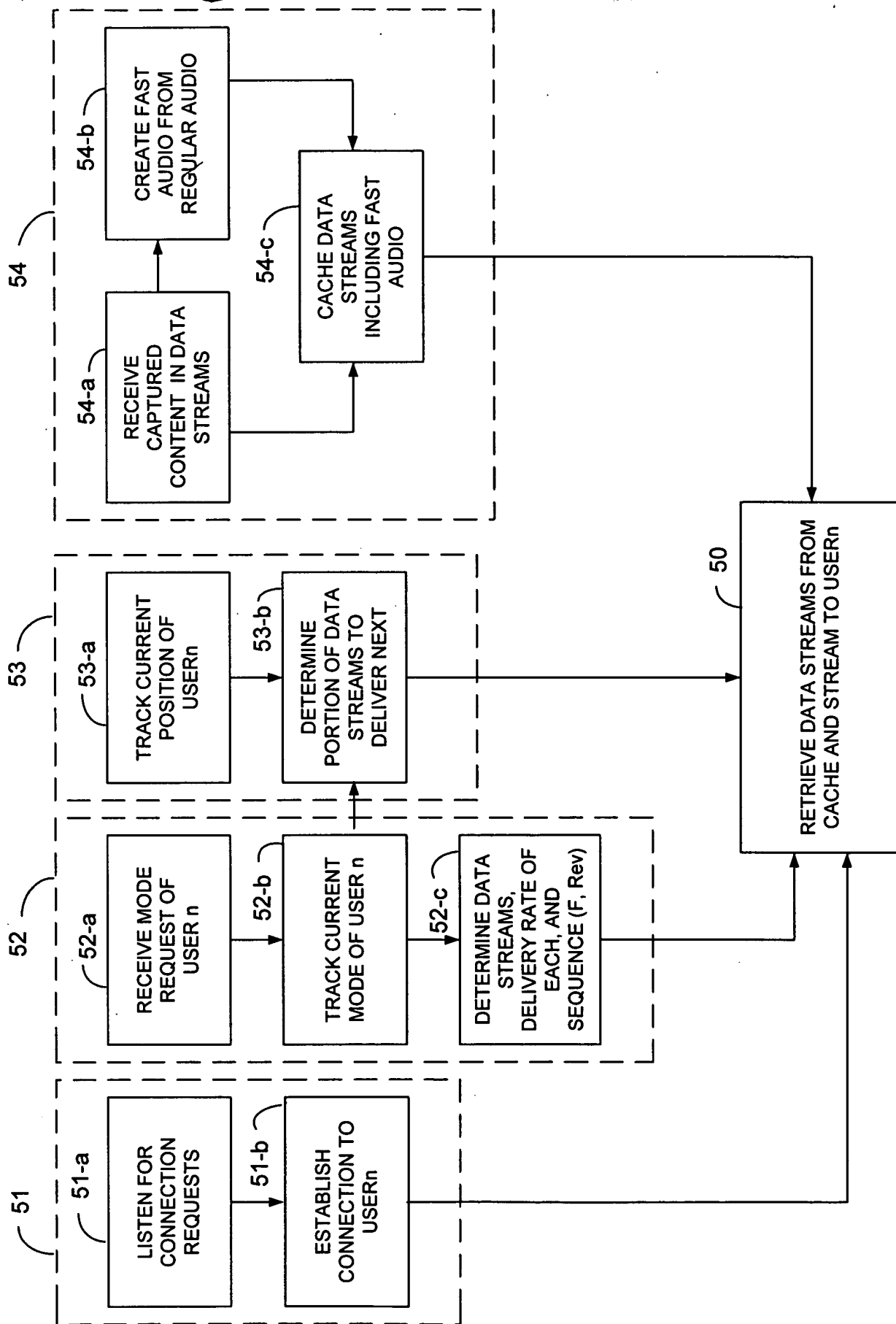


FIG. 5

[illegible]

1	MODE	LIVE			REWIND		PLAY			LIVE	
2	DATA DELIVERED	VF ₁	VF ₂	VF ₃	VF ₂	VF ₁	VF ₁	VF ₂	VF ₃	VF ₉	VF ₁₀
3	ORIGINAL TIME STAMP	t ₁	t ₂	t ₃	t ₂	t ₁	t ₁	t ₂	t ₃	t ₉	t ₁₀
4	ADJUSTED TIME STAMP	t ₁	t ₂	t ₃	t ₄	t ₅	t ₆	t ₇	t ₈	t ₉	t ₁₀
5	REAL TIME										

FIG. 6

FIG. 7 is a block diagram of a system for processing questions and answers.

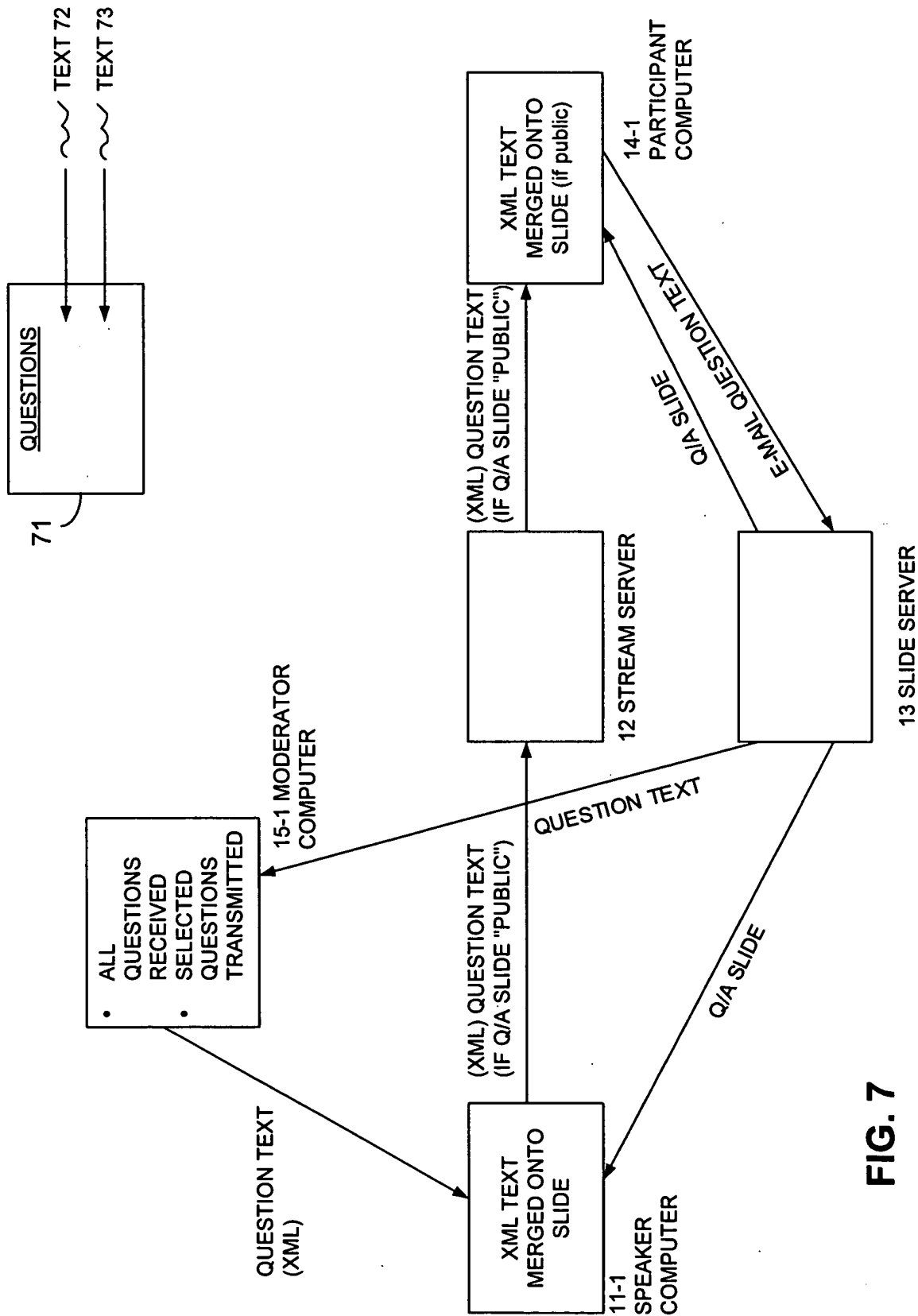


FIG. 7